

Sonic

the comic

starting

SONIC
THE HEDGEHOG™



**SONIC
PIN-UP**

**PJ AND
DUNCAN
GO SNOW-
BOARDING!**

SHINOBI!

**SONIC'S
WORLD!**

**KNUCKLES
BUSTER?**

CYBERNIK'S GREATEST HIT!

**NEW
COMPLETE
STORY**

e p
SCC3
Archive

CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Welcome to another fun-filled issue of your favourite read. Want to find out what tantalising treats lie ahead, then read on ... Trouble abounds for Sonic in part 2 of Disaster! There's more all out action in Shinobi, not to mention the conclusion to Sonic's World. Plus there's trouble brewing in STC's complete special story Knuckles versus The Cybrenk. Extra Sega-sational surprises include a vrooming good Sonic Drift Racing Pin-up, plus sporty Boomers will find the Sega Snowboarding feature a cool read!

The countdown lessens for STC 53's 2nd birthday issue. Brimming with delights such as the brand new Sparkster series, there's also the start of a new Knuckles story called Chaotix. It's all change prize-wise with the Graphic Zone and Speedlines; plus there's a chance to win an excellent Sonic & Knuckles denim jacket and Mega Drive games! So, don your party hats and get ready for STC's great birthday bash next issue.

Megadroid

PERSONALITY CRISIS!

Study the photo's below and you'll notice that two Boomers are doing their very best impersonations of Sega characters. One shares more than a passing resemblance to Shoryu from Sonic's World, while the other is striking that all-so-familiar cool dude pose! In your own time, you decide which is which ...

↓ Danny Gieni, Enfield, Middlesex.
↓ Sonic Badge Winner.



↑ David Gieny, Hingeh, Works, NB owner.
↓ Sonic Badge Winner.

The Sega Charts

All the chart action for all the Sega systems
- In every issue of STC.



MEGA DRIVE

- 1 ROAD RASH 3
- 2 FIFA SOCCER '95
- 3 ETERNAL CHAMPIONS
- 4 PGA EUROPEAN TOUR GOLF
- 5 MICRO MACHINES 2
- 6 THE LION KING
- 7 WINTER OLYMPICS
- 8 JIMMY WHITE'S WHIRLWIND SHOOTER
- 9 TOEJAM AND EARL 2
- 10 SONIC AND KNUCKLES

MEGA-CD

- 1 GROUND ZERO TEXAS
- 2 PITFALL
- 3 MICKEY MANIA
- 4 FIFA INTERNATIONAL SOCCER
- 5 BRUTAL: PAWS OF FURY
- 6 BATTLECHAMP
- 7 SEWER SHARK
- 8 REBEL ASSAULT
- 9 SONIC CD
- 10 SHATCHER

MASTER SYSTEM

- 1 SONIC THE HEDGEHOG 2
- 2 DESERT SPEED TRAP
- 3 ROBBOCOP & TERMINATOR
- 4 ROAD RASH 2
- 5 SONIC CHAOS
- 6 DESERT STRIKE
- 7 SENSIBLE SOCCER
- 8 THE LION KING
- 9 STAR WARS
- 10 DONALD DUCK

GAME GEAR

- 1 ROAD RASH
- 2 WINTER OLYMPICS
- 3 JAMES BOND 2 - ROBOCOP
- 4 MICKEY MOUSE 2
- 5 SONIC THE HEDGEHOG 2
- 6 DESERT SPEED TRAP
- 7 COSMIC SPACEHEAD
- 8 ASTARIN AND THE SECRET MISSION
- 9 SONIC CHAOS
- 10 SONIC THE HEDGEHOG

Managing Editor: Richard Burton
Editor: Deborah Tate
Designer: Gary Wright
Assistant Editor: Audrey Wang
Editorial Staff:
Publisher: Bob McManus

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SONIC

THE WEEDHOG

Disaster!

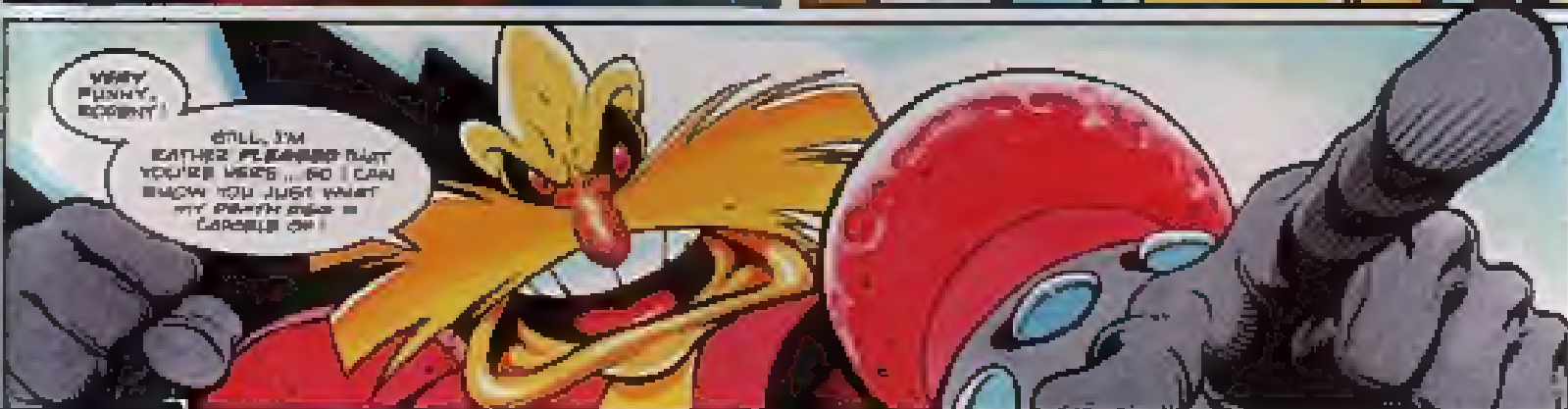
PART 2

Script
ARIEL KITCHING
Art
RICHARD ELLIOT
Lettering
KUTTA PILL

IT'S FINALLY HAPPENED! DOCTOR
ROBOTTNIK HAS LAUNCHED HIS
LARGEST WEAPON - THE
DEATH BOB!

AND NOW FULLY POWERED BY THE
SEVEN HUNDRED EMBLEMS
DOCTOR ROBOTTNIK PREPARED TO
EXECUTE HIS FINAL REVENGE ON
SONIC - THE DESTRUCTION OF THE
ENTIRE EMERALD HILL ZONE!

- COME AHEAD THE GUY, BUSHWACK! -



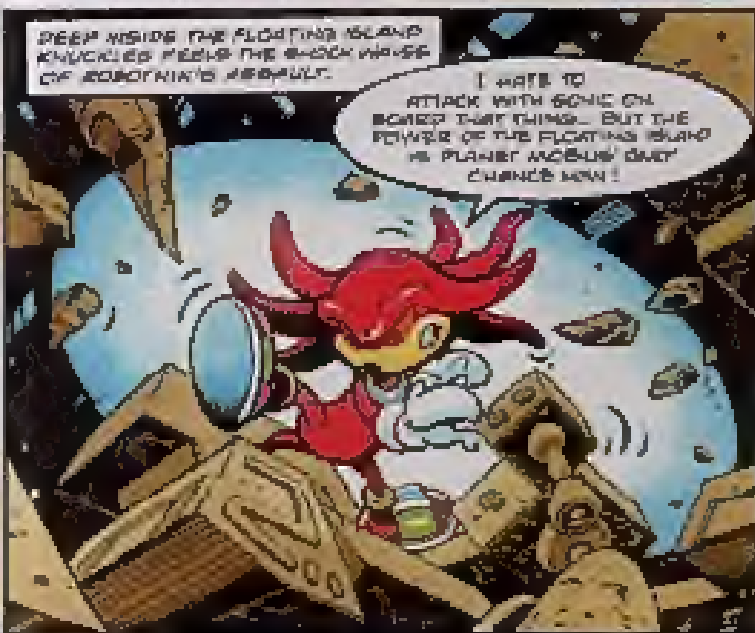






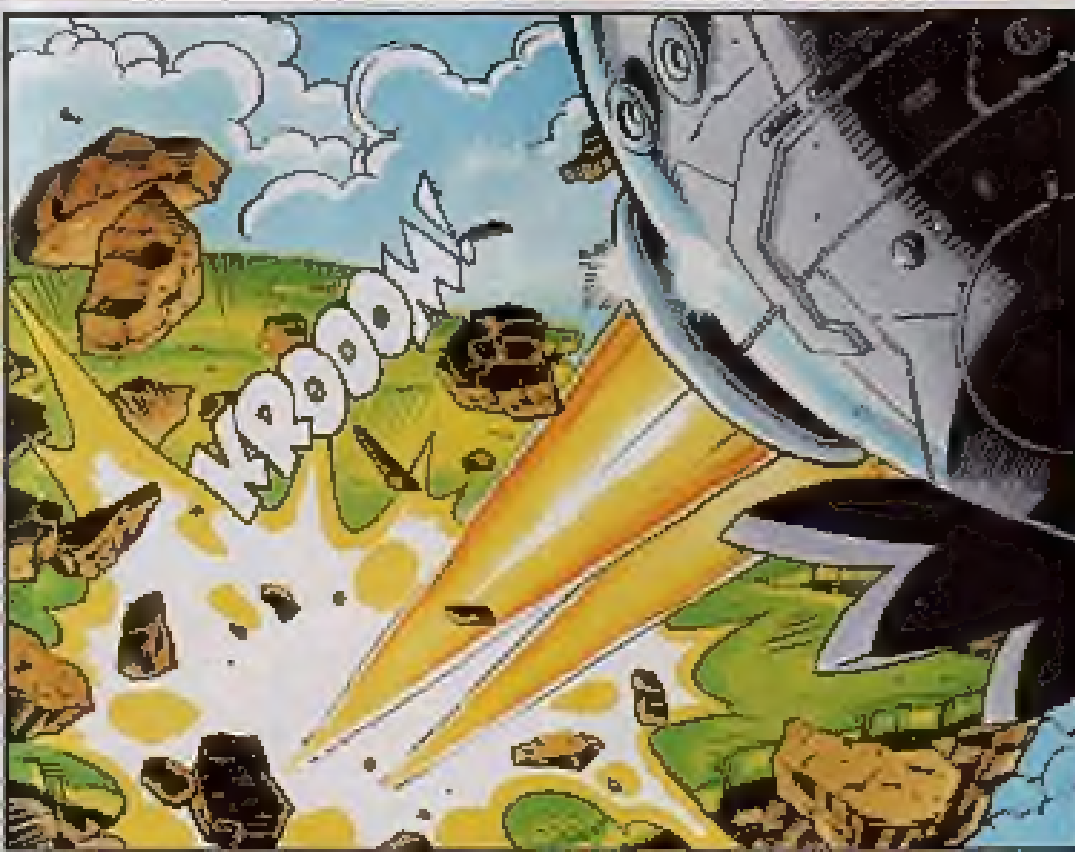
DEEP INSIDE THE FLOATING ISLAND
KNUCKLES FEELS THE SHOCK WAVES
OF EGGMOBILE'S ASSAULT.

I HATE TO
ATTACK WITH SONIC ON
BOARD THAT THING... BUT THE
POWER OF THE FLOATING ISLAND
IS PLANET MACHINERY'S ONLY
CHANCE NOW!



WITHOUT
THE MASTER EMERALD
IT'S GOING TO TAKE TIME
TO BUILD UP THE POWER
FOR ANOTHER
ATTACK...

I JUST
HOPE I'M GOING
TO LIVE LONG
ENOUGH TO TRY
IT!

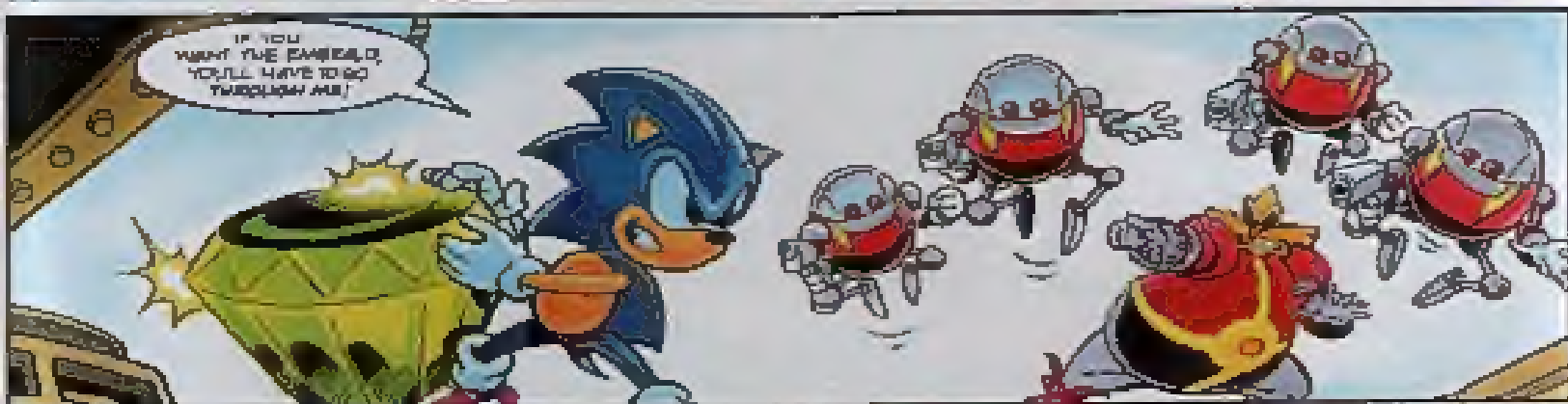


HAHAHA-
HAHAH!

IT'S OVER,
SONIC... THE FLOATING
ISLAND IS FINISHED...
KNUCKLES IS FINISHED...
THE EMERALD HILL ZONE
IS FINISHED!

**YOU'RE ALL
FINISHED!**





FZZZARK!

MAN,
IT LOOKS LIKE
IT'S ALL OVER
FOR THE GREAT
ONE!

BUT IT
DON'T LOOK LIKE
I'M GOING TO BE
AROUND TO CELEBRATE,
BECAUSE IT'S A
**LONG WAY
DOWN!**





NEXT ISSUE: DOWN AND OUT!

SEGA SNOWBOARDING

Dec and Ant, otherwise known as PJ and Duncan, hit the slopes!



As you lounge around on such a fine spring day(?) think back to that teeth chattering time you humes call winter. O.K., now think Snowboarding, the sport which hails from California that's like surfing, skateboarding and skiing in one. Well, it's hardly surprising that the coolest of software video gamers, Sega, decided to get involved in the fastest growing winter sport ever, by sponsoring the top snowboarders in the U.K. Hence the Sega 12X Professional Snowboarding Team was born.

Sega invited some well known 'faces' to spend a day on the slippery slopes at the Team's favourite training spot, The Snowdome (the only snow-filled indoor slope in Europe). Among those who accepted the invitation were two well known faces from the world of pop music. Armed with a camera crew, PJ and Duncan arrived to do some

filming for the BBC's *Live and Kicking*. They proceeded to hit the slopes and the snow, and judging by the evidence, spent most of their time testing out the padding! No doubt their TV show, *Ant and Dec*, is more of a success!

After some coaching, *Ultimate Kees* proved to be unstoppable and were

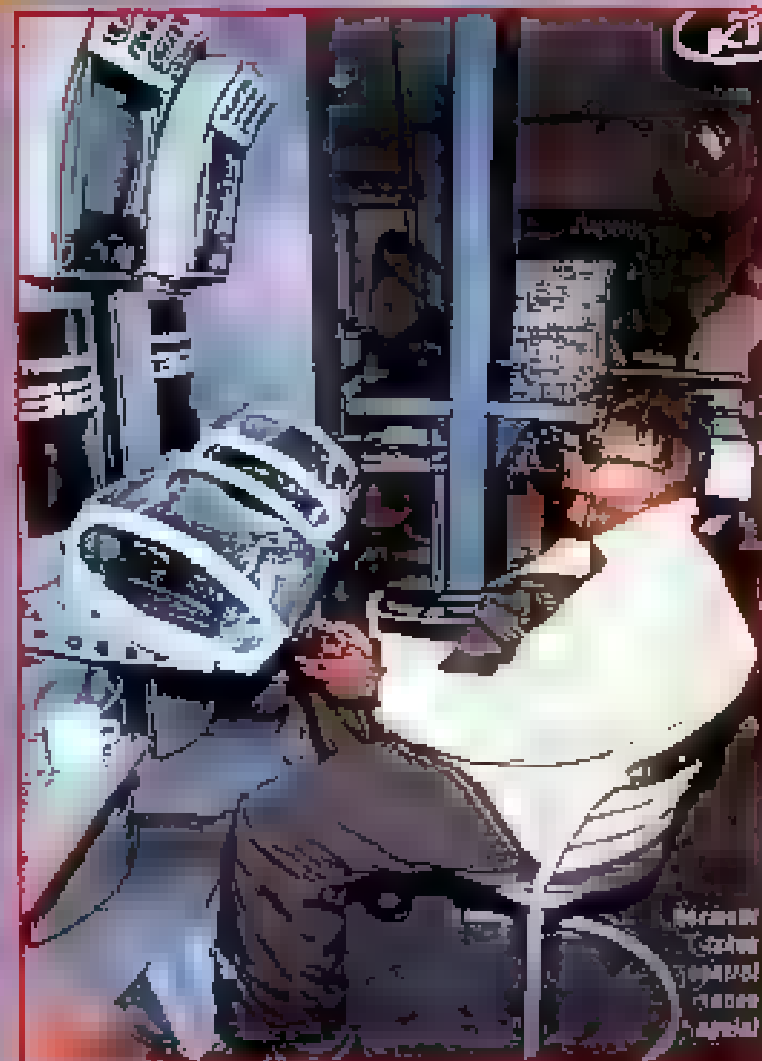




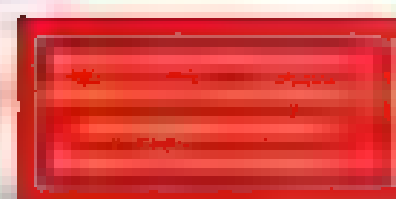
soon cruising the snow with the best of them, proving just how easy snowboarding can be.

Stiltskin, the band behind that Ley a commercial guitar solo, ended up at the bottom of the slope covered in snow.

North London lad Normski, was a so there to present a special edition of Channel 4's *Board Stupid*. When Normski wasn't riding the slopes with the professionals he could be found checking out the hot new games on Sega's superb 32X. Sounds like an ideal way to spend some time 'chilling' out!



REVIEW Zone



experience the game without breaking into a sweat. Like most sports sims you have a number of gameplay options, including new match, test series and match settings. The editor allowing you to completely customise the game.

Opting for new match, which starts with a game, is probably your best bet for getting used to the range of batting and bowling moves. Once you've picked your team and players you can get straight into the action. Your first attempts at batting will almost certainly be a struggle and selecting the right shot can be difficult. However, Brian Lara Cricket aims to give you realistic gameplay, so this is to be expected. Once you get used to the controls you'll be able to pull off all shots from cover drives to leg glances.

As the bowler, you or the computer have five seconds to place a small ball over which indicates where the ball will be pitched. You have three types of bowler - fast swing and spin - and you'll find going for an all out speed attack costs you the element of surprise. Start by setting the fielders on automatic until you have grasped the finer points of stopping a boundary.

Brian Lara Cricket is a game designed to appeal to the cricket enthusiast. If you're a fan that participates as a spectator, here's your chance to

RATING SYSTEM

Editor 40% + Your vote
100 = 100% = Outstanding
75 = 75% = Good

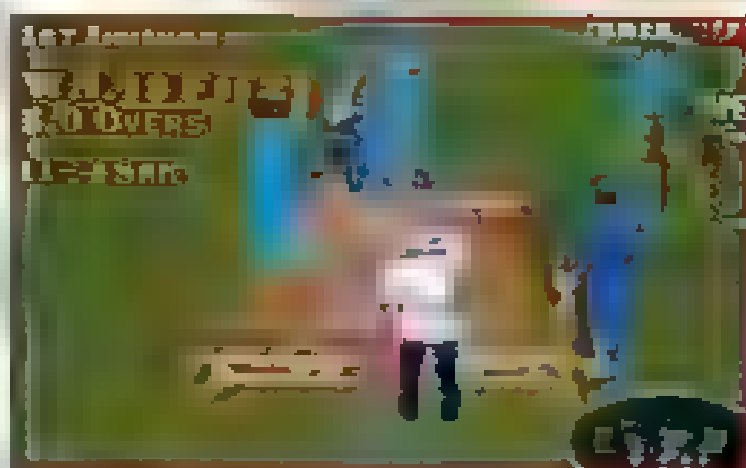
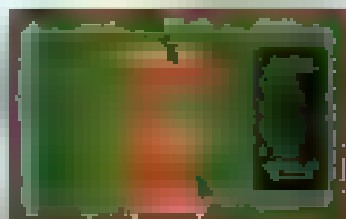
70 = 70% = Fair
50 = 50% = Poor
30 = 30% = Very Poor

Once you take control, a star appears at the feet of the fielder closest to the ball. Picking up the ball is automatic but chucking it to the right and a down to you.



Like most sports sims, particularly those recreating long duration games, Brian Lara Cricket is much more fun played with or against a friend. As this is a game which offers a real-time perspective, playing solo can be lonely and a bit unexciting. Sound and graphics are pretty basic, comprising mostly of green fields, blue skies, white kits and polite applause. Familiarising yourself with the controls comes with practice, and in time you will pull off shots like Brian Lara himself.

All in all, it's not a brilliant conversion, although it's a nice alternative to the more familiar soccer, golf and standard sims. For cricket non-enthusiasts it will almost certainly be both dull and largely uninteresting. That said, as a cricket lover I found it quite absorbing. I was glad of the battery back up which meant I could return to a game in progress. Better still, I had the pleasure of bowling Brian Lara for a duck at our first encounter.



FAST-AX

Editor 40% + Your vote
100 = 100% = Outstanding
75 = 75% = Good
50 = 50% = Fair
30 = 30% = Poor

CODEMASTERS £39.99

GRAPHICS

.....

SOUND

.....

PLAYABILITY

.....

VALUES **CRATES**

.....

OVERALL **73%**

SHOOSH!

SO THE OLD MAN HAS
BURN TEACHING YOU HIS NEW
MAGIC TRICKS? I WILL DO
YOU AN FAVOR AGAINST MY
FATHER POWER

YOU ARE STUPID
BUT I WILL NOT
USE AGAINST ME AND
MY WATER POWER

Shinobi

WOLVES OF
THE ELEMENTS

THE MURDER TOY SHOWS THE
FOUR ELEMENTS AND HOW TO
USE THEM. HAVE A... OF
THE MURDER TOY AND I WILL
DO FOR YOU... POWER









THE BURNING
TOWER

THE BURNING
TOWER

THE BURNING
TOWER



SPECIAL
STORY

KNUCKLES™

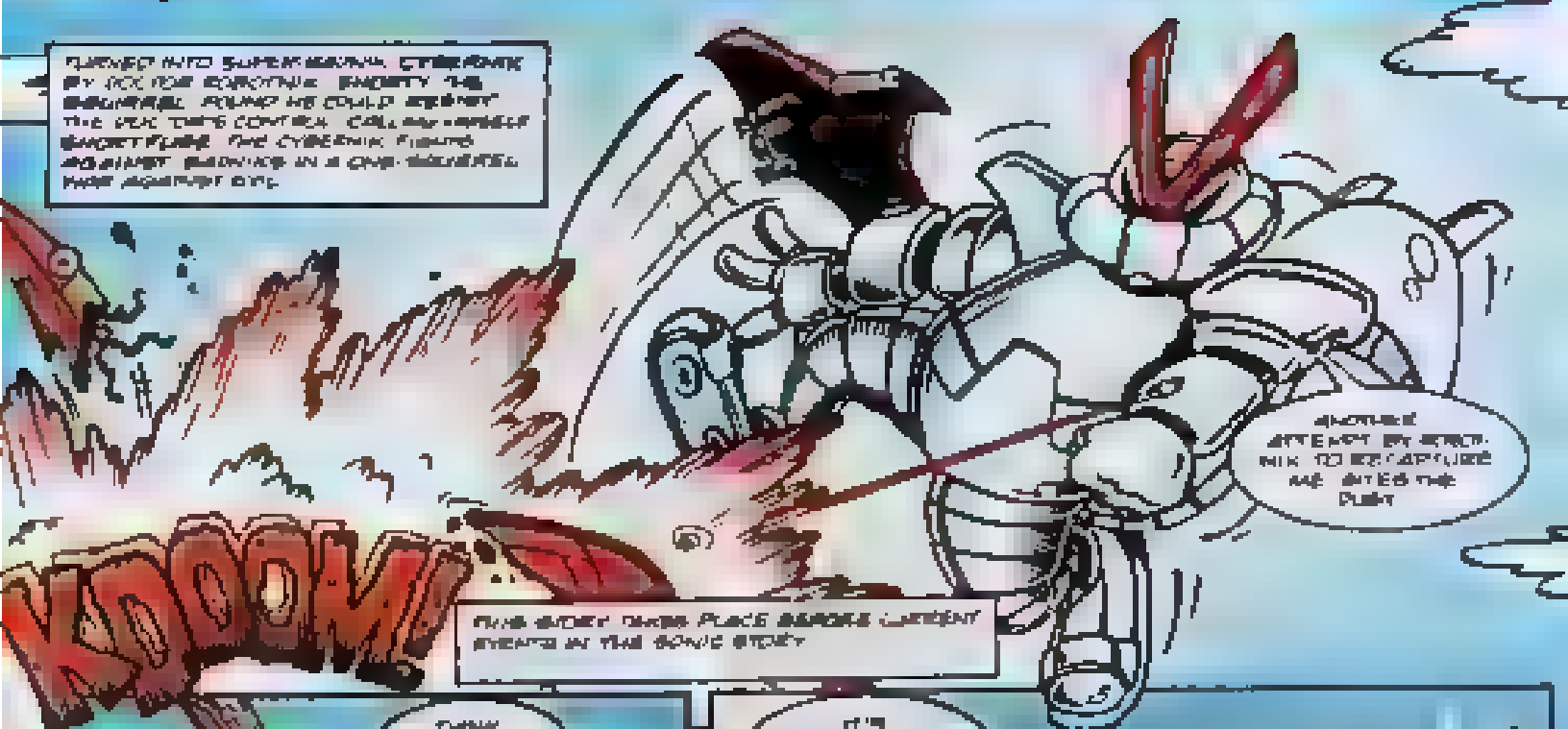
VERSUS
THE CYBERNIK

Script by
LEW STRINGER

Art
JOHN GUNDE

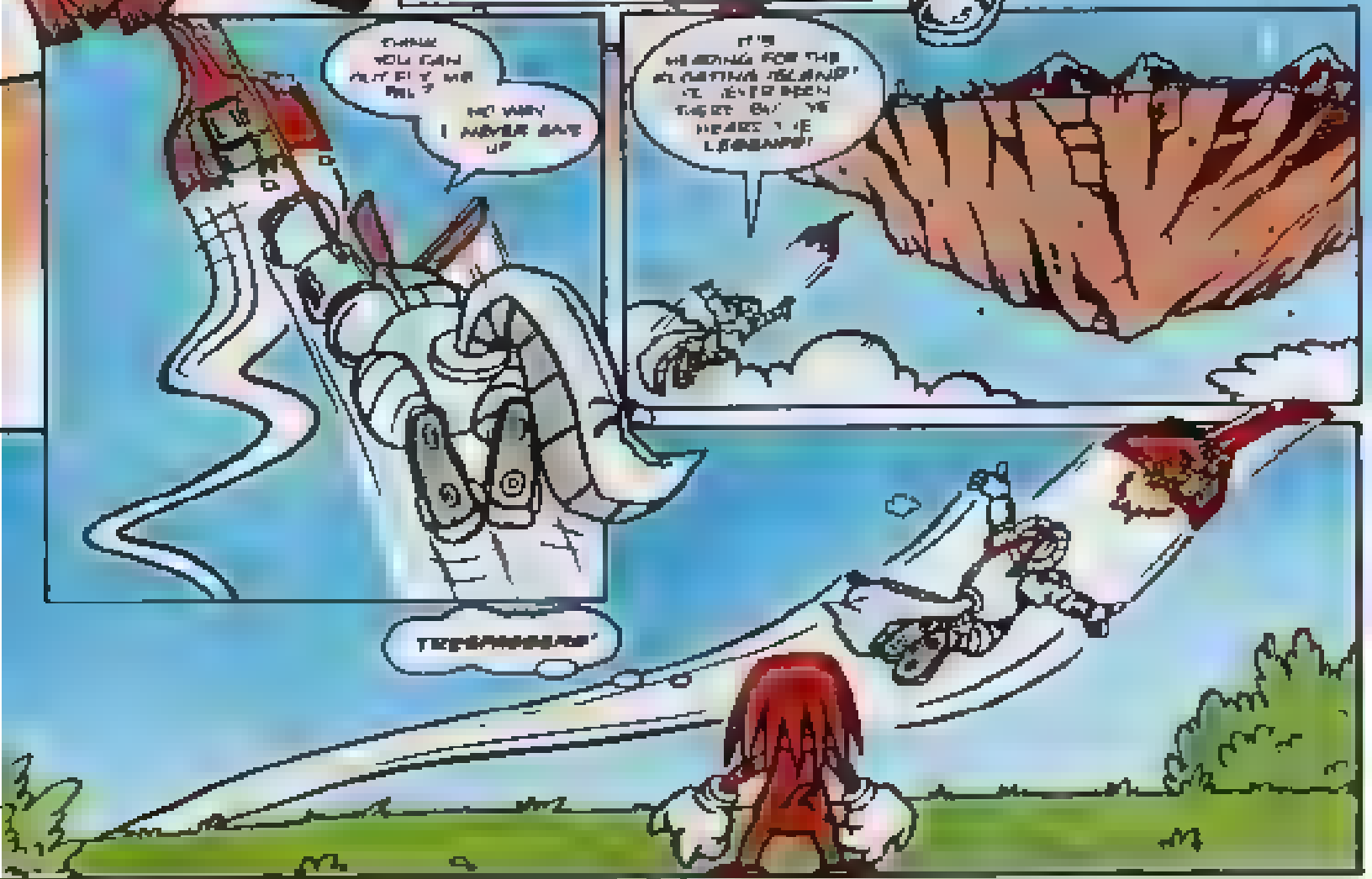
Including
EIGHT PAGES

TURNED INTO SUPERMAN CYBERNIK BY DOCTOR BORGUS. BECAUSE THE
BORGUSAL FOUND HE COULD REPAIR
THE VEC THIS CONTROL. CALLING HIMSELF
BORGUSAL. THE CYBERNIK FIGHTS
AGAINST BORGUSAL IN A ONE-ON-ONE
FIGHT AGAINST DO.



ANOTHER
ATTEMPT BY BORGUSAL
TO RECAPTURE
ME. BUT THE
DUST

THIS STORY TAKES PLACE BEFORE CURRENT
EVENTS IN THE BORGUSAL STORY

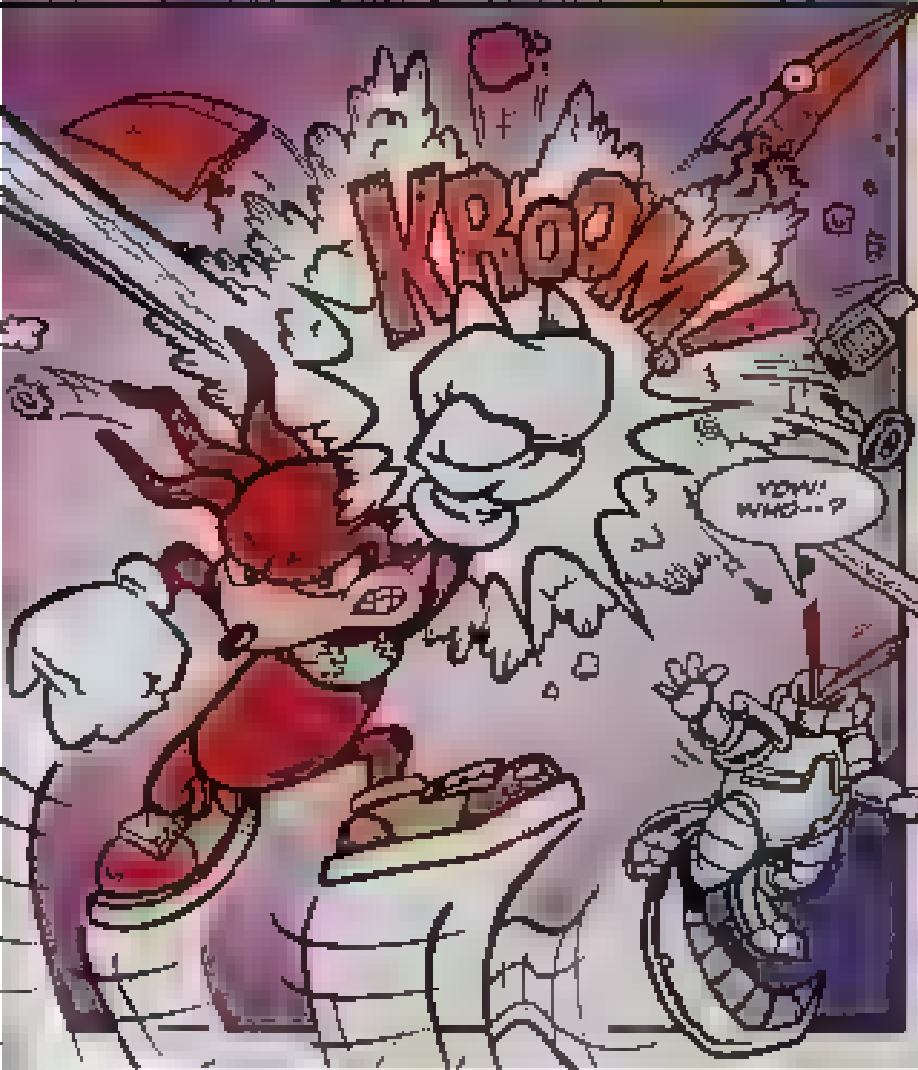
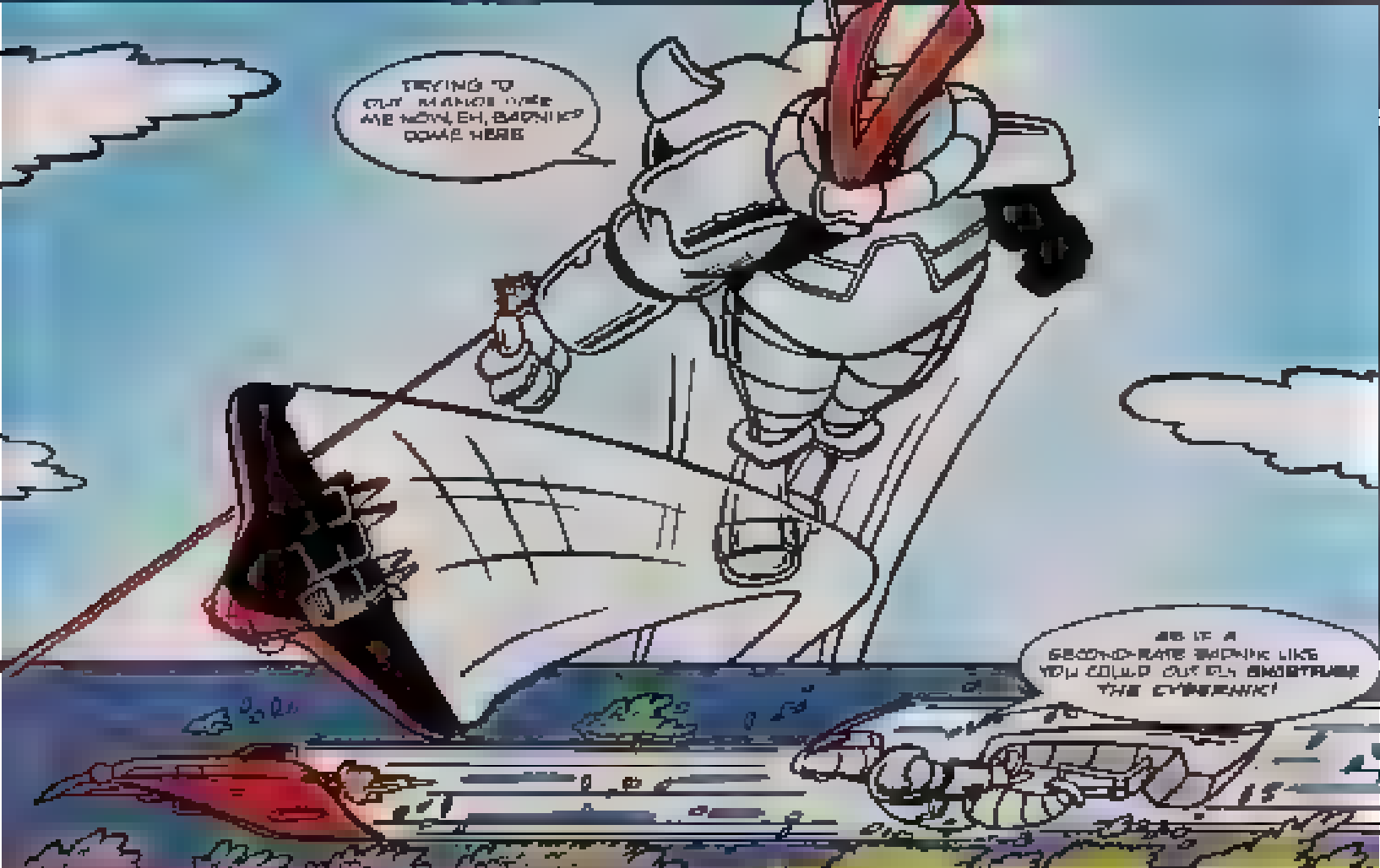


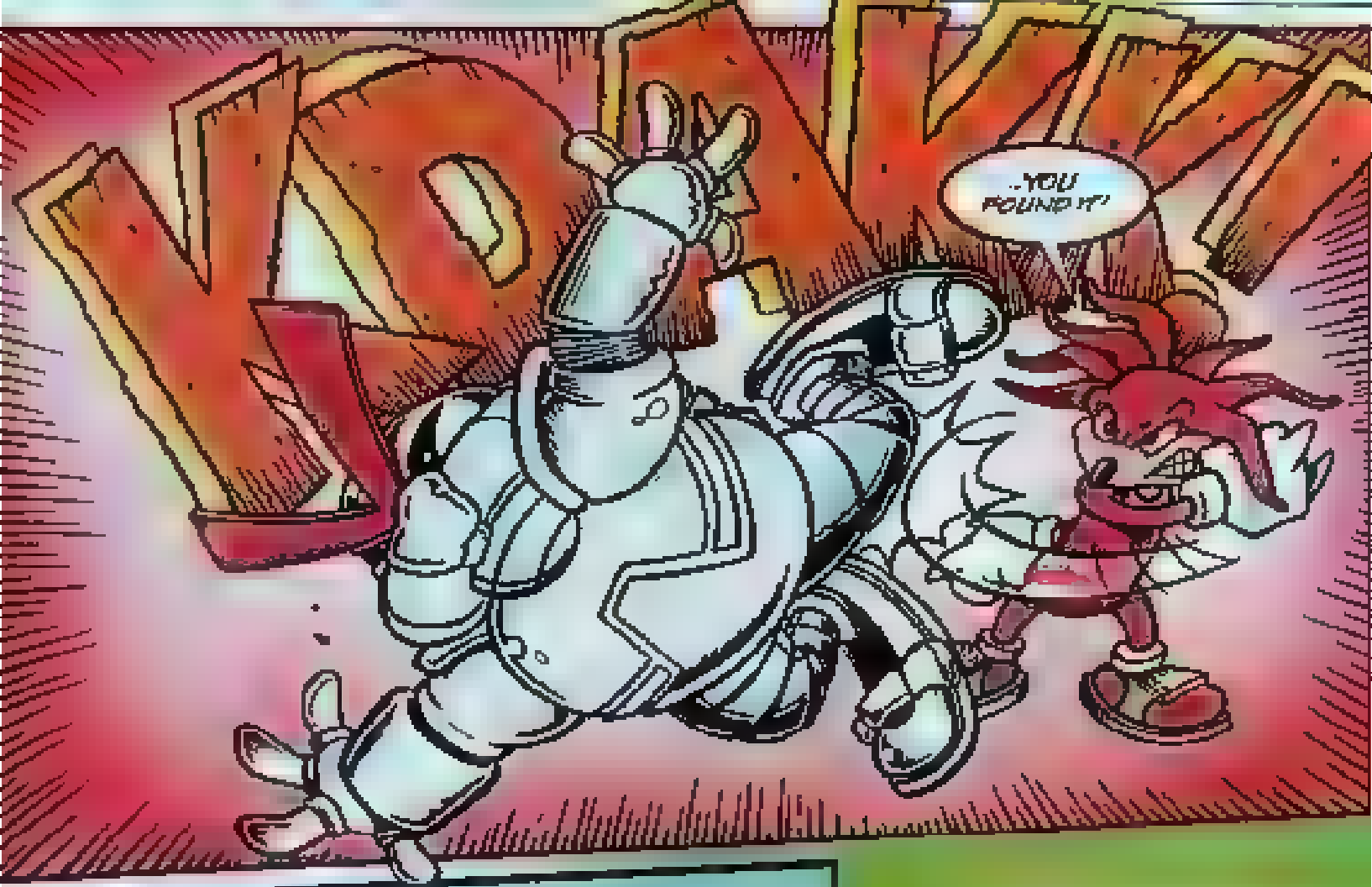
THANK
YOU CAN
PUT IT IN
ME?

NO WAY
I NEVER
GIVE UP

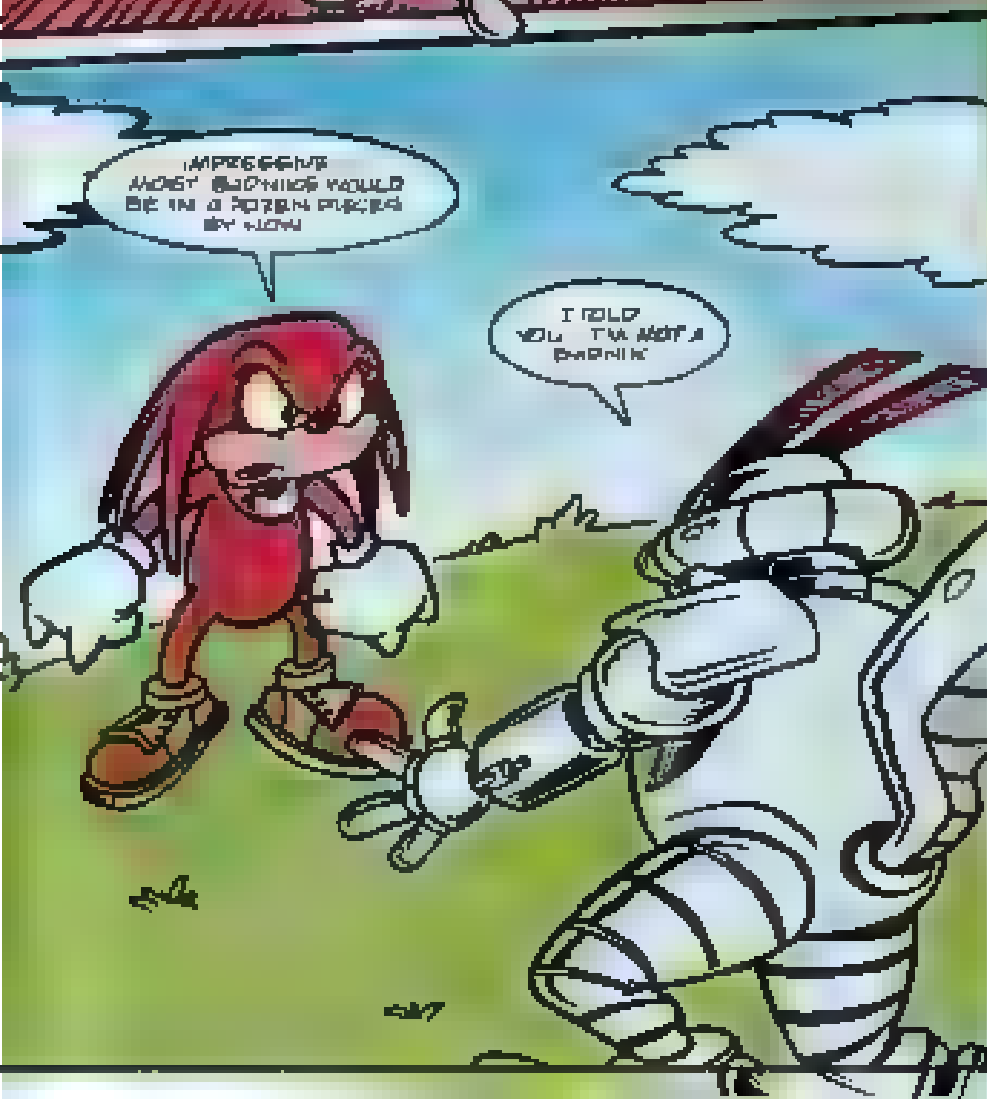
IT'S
MEETING FOR THE
PLANTING ISLAND.
IT'S BEEN
TOLD BY THE
HEARD THE
LEGEND

THESE ARE



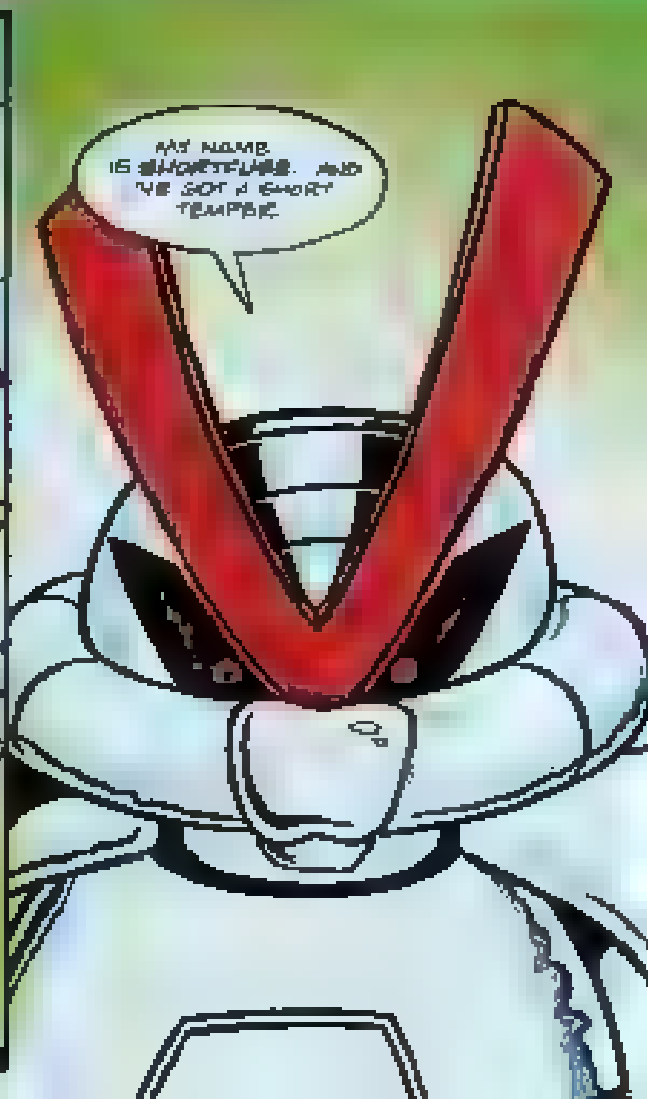


...YOU FOUND IT!

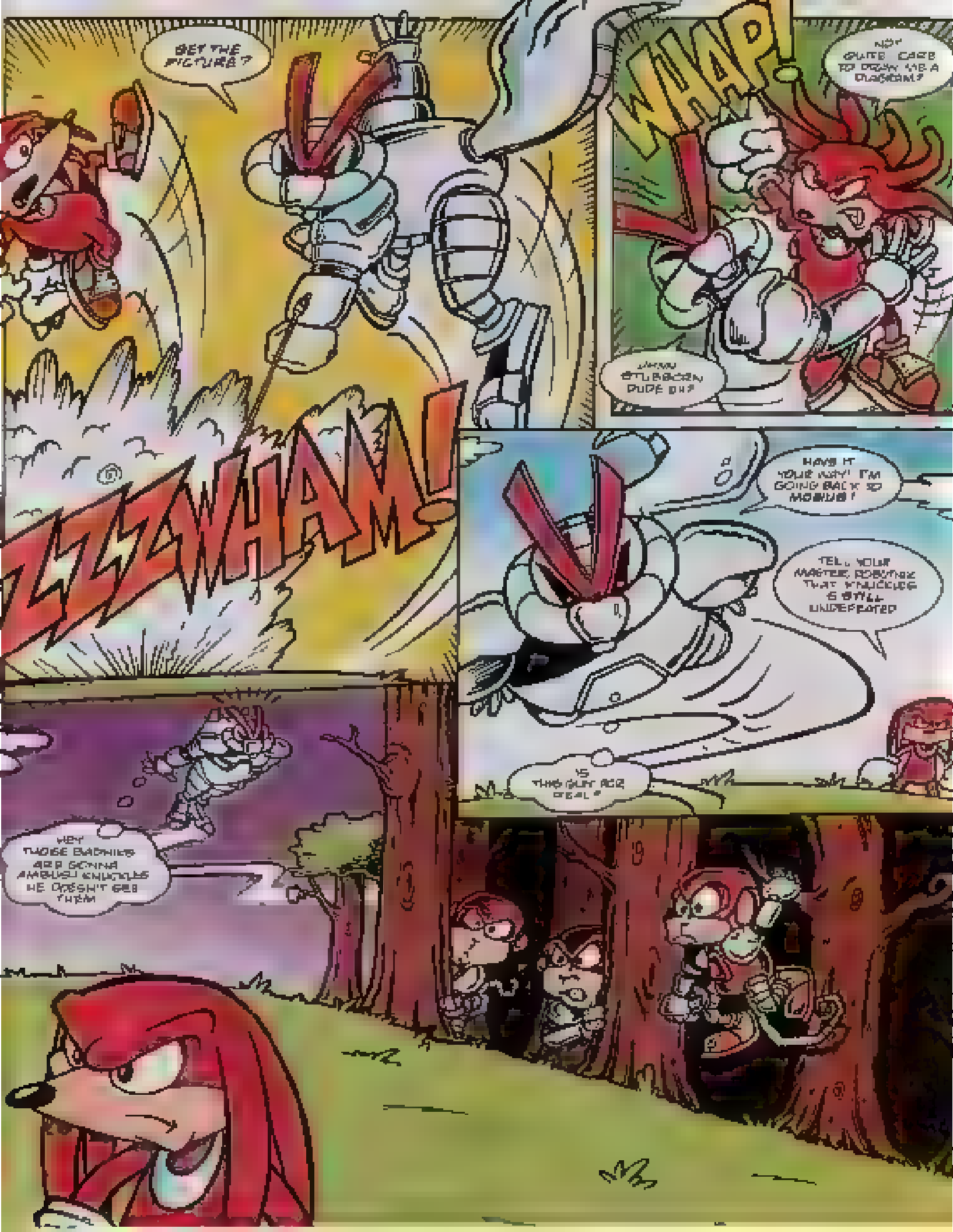


IMPRESSIVE
MOST BADNIPS WOULD
BE IN A FORTEN PUSSES
BY NOW

I TOLD
YOU I'M NOT A
BORNIN'



MY NAME
IS SHORTEFIRE. AND
I'VE GOT A SHORT
TEMPER



GET THE PICTURE?

WHAAP!

NOT QUITE CARE TO DRAW ME A CIRCUMFERENCE?

WHEN STUBBORN RUDE DIT?

ZZZWHAM!

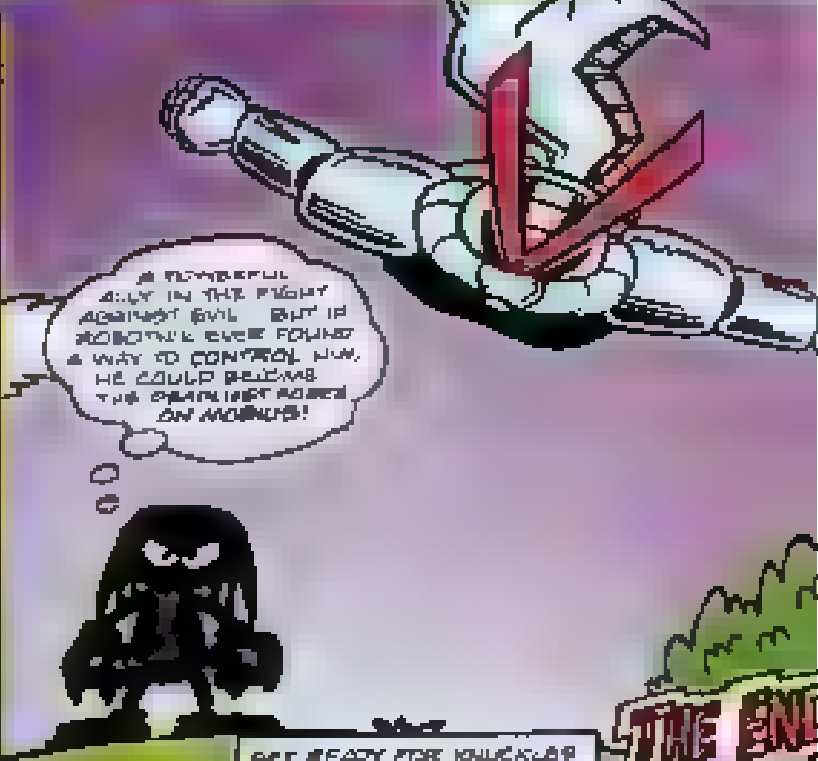
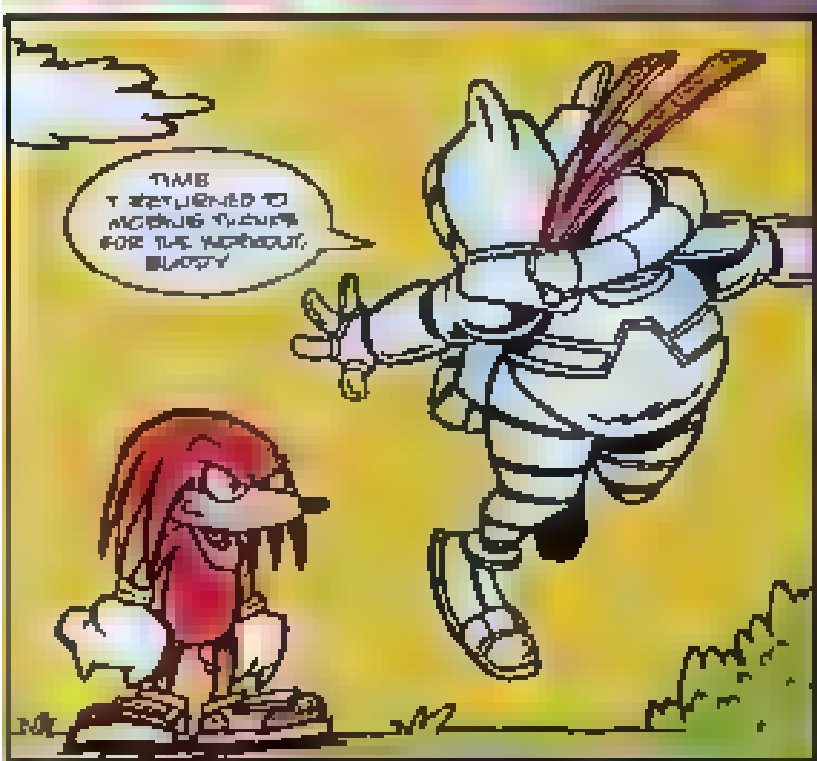
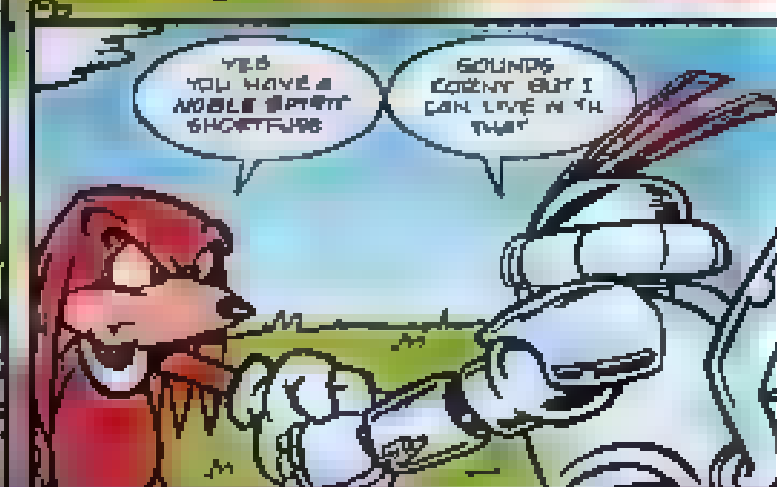
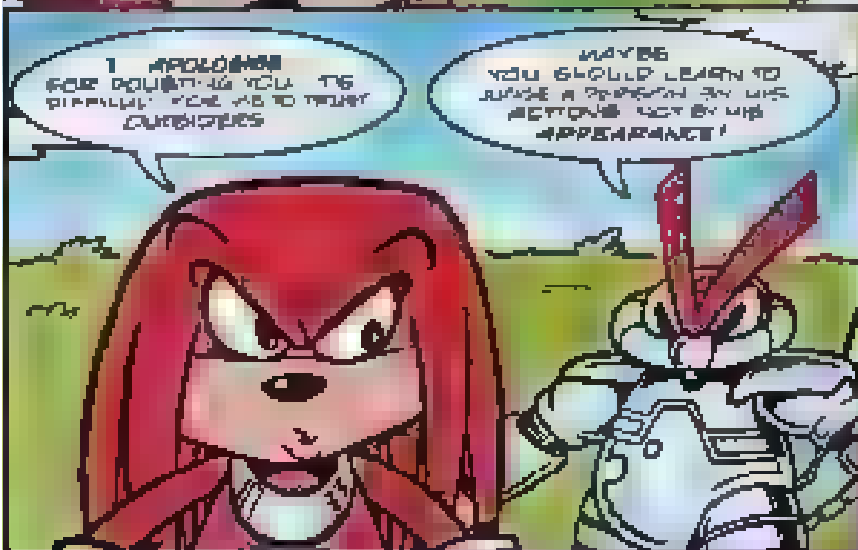
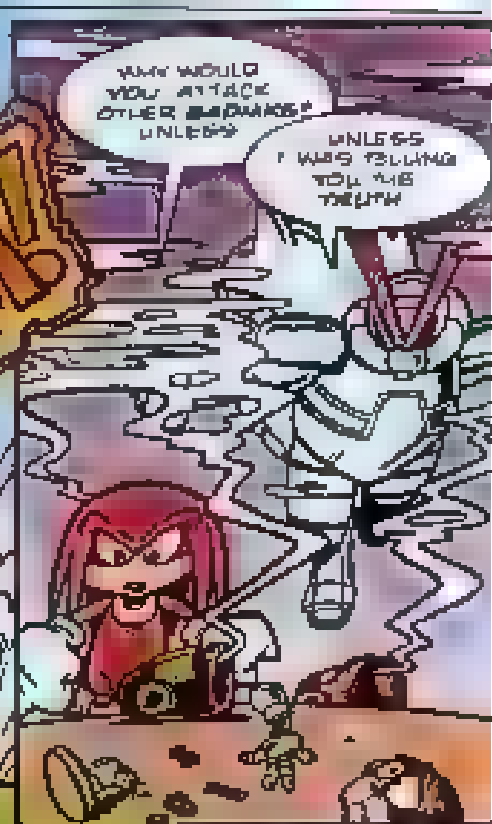
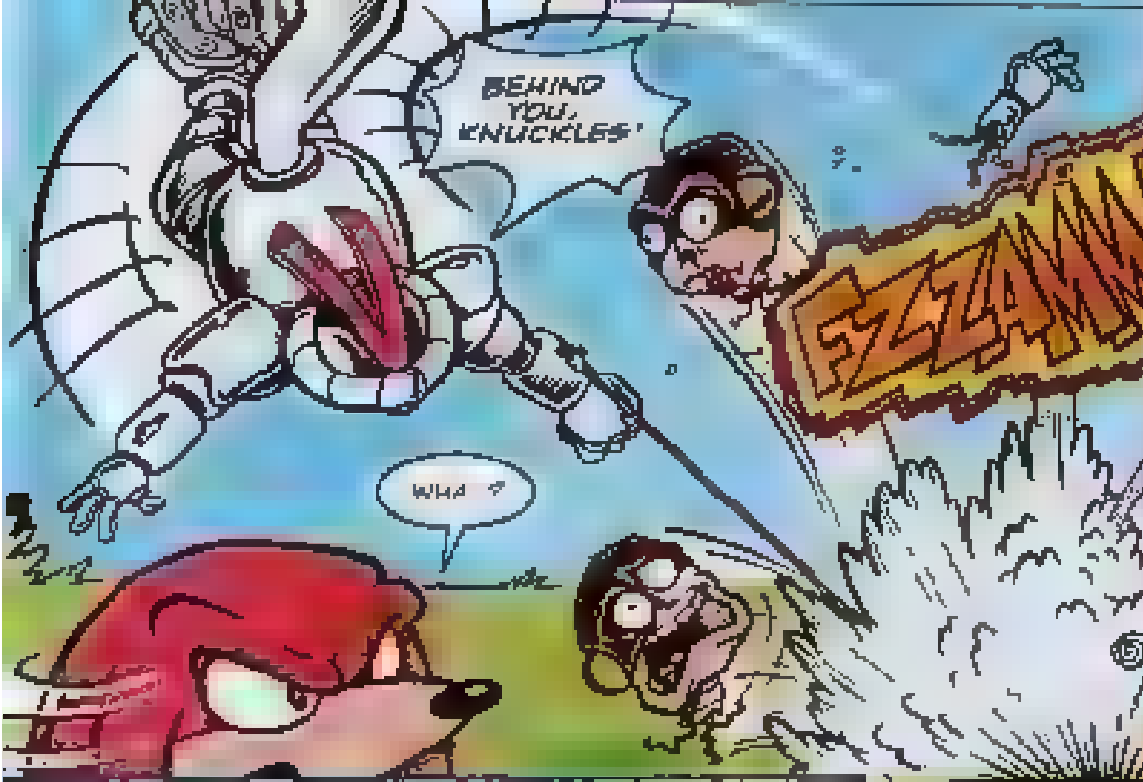
HAVE IT YOUR WAY! I'M GOING BACK TO MONSTER!

TELL YOUR MASTER, ROBOTNIK THAT KNUCKLES IS STILL UNDEFEATED

IS THIS GUY FOR REAL?

HEY THOSE BADNIES ARE GONNA ABUSE KNUCKLES HE DOESN'T GET THEM





Q Zone

Durham's Darling David Gibson reveals more level secrets in the conclusion to Earthworm Jim

EARTHWORM JIM SPECIAL CONCLUSION

LEVEL FIVE LEVEL FIVE

The biggest level in the game, Level Five consists of four rounds plus a secret hidden area to find.

Head right, jump up and hop across the Electro Magnets. When on the last magnet, swing right by grabbing hold of the hook with your whip. Continue right then up. Hit the red and white target with your whip. Then head back to the start. Go up, then right and into a round cage. Once out of the cage, head right and up, using more Electro Magnets. On reaching the top, head right

and stand on a red transporter which takes you to round two.

Follow the dog-eat-dog route on the conveyor belts.

By David Gibson



loses his suit, make sure you always meet up with it at the end. Once at the very top series of platforms, head right to the next transporter.

ROUND THREE: Using the conveyor

belts, head to the bottom of the level. On the way, you'll reach a series of magnets. Climb to the very top, then drop down at the far right, left, left, right and right. Once at the very bottom, head right.

HAZARDS

ELECTRO MAGNETS: There are two kinds of magnet; the first is a set of two small balls that fire electricity at each other; the second is a series of large balls. Both have a set rhythm, so before you know it you'll be able to time your jumps perfectly! Don't hang around too long otherwise you'll get a nasty electric shock!

ROUND CAGE (ROUND ONE): While in the cage a series of haddles will attack you. Get ready to fire at them as soon as they appear. This should, hopefully, get you through.



ATTACKING EYES: Quickly shoot any attacking eyes. Now fire at the nearby monkey to stop anymore attacking you.

PROFESSOR MONKEY FOR A HEAD (ROUND THREE): Shoot him repeatedly and he'll run away, for the time being at least!

CHICKEN (ROUND THREE & FOUR): While dodging the chicken's eggs, jump up and whip the target to drop bombs on him. Repeat to win. In the next round you must try and keep out of his way while firing at him. Twenty or more hits will get rid of him!

TIPS

HIDDEN LEVEL (ROUND ONE): When you're standing just below a black square with red dots, jump into it and you'll be transported into a secret level entitled Who Tamed Our The Ugly?





LEVEL SIX: FOR PETE'S SAKE

This level is simple in theory, but difficult in practice. At all times, try and keep ahead of Pete the puppy. When you see a gap, you must get behind Pete and whip him over to the next platform. If he falls, he'll turn very nasty, swallow you and spit you out at an earlier point in the level!

LEVEL SEVEN: INTESTINAL DISTRESS

First, go up the tube. Then follow the logical route. When you come to a dead end while standing on a dark blue platform to the far left of the screen, jump off the edge and fall down to a lower platform. Again, follow the obvious route to end.

HAZARDS

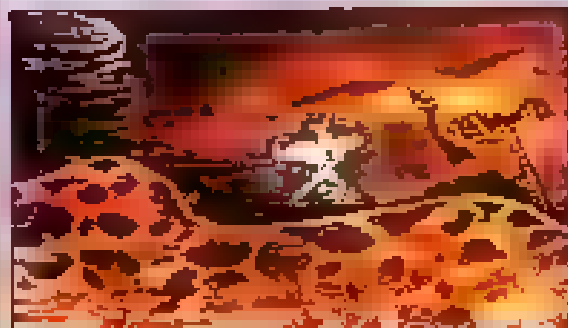
MOVING OBSTACLES: Explore this level very slowly because around every corner you'll find either floating fish or some out of control obstacle such as rolling barrels. Timing is vital. Move only when you can either jump over, or walk under the obstacle safely.

DOC BUORENUM: Keep as far away from the Doc as possible. When he jumps at you, open fire, and when he jumps again quickly run to the other end of the screen and repeat to win.

LEVEL EIGHT: BUTTVILLE

Yes, it's finally the last level. If you've managed to get here, then you deserve a big pat on the back. Buttville is played over two rounds:

ROUND ONE: If you don't lose a few lives here, then you're a genius! This level sees Jim free falling down a sort of maze, filled with energy sapping spikes and



baddies. Keep to the far left all the way and have your gun ready to shoot any rooming nasties.

The final round: Make your way along the obvious path until you reach the final boss.

HAZARDS

These are featured throughout round two. After you've killed some nearby bees, fire repeatedly at the hive until it drops.

Yellow eyes mean a plant is about to spring! Don't get too close or it'll bite your legs off! From a distance, jump up and whip the plant's head.

THE QUEEN

The final boss is in two parts:

When you're standing on a moving platform at the bottom of the eye, repeatedly jump up and whip the Queen's eye. While jumping, watch you don't land on any spikes.

Head off: jump across and onto the second moving green platform. As you move in an anti-clockwise direction, fire at the Queen's head. Repeat to win (hopefully).

TOP TIP

Two important points to remember about Jim: Jim can swing on hooks with his whip, and he can fly like a helicopter. If you're stuck and there are some nearby hooks, these will most certainly be the answer as to where to go next. If you come to a place where Jim needs to cross a large section, try jumping, then repeatedly press C to make Jim hover a long. This usually does the trick.

SONIC'S WORLD

FACE FROM THE PAST PART 2

Scripted
LEW SPRINGER

Art
DARYL WORMS

Lettering
DARYL WORMS

SOMEONE CLAIMING TO BE SONIC'S LONG-LOST TWIN BROTHER HAS BEEN RESCUED BY THE FREEDOM FIGHTERS, BUT SONIC HAS DOUBTS ABOUT THE CHARACTER.

YOU'RE
REAL OFF LONE!
BECAUSE YOU WOULDN'T
BELIEVE HIM. WHY ARE
YOU SO STUBBORN
SOMETIMES?

YALKE
I KNOW I DON'T
HAVE A BROTHER.
I'M UNIQUE
REMEMBER?

BUT WE LOVE
SO MUCH LIKE YOU

YEAH, WHICH MEANS
THAT WE ARE ONE MUST
BE A SHARP BATTLE AND THERE'S
ONLY ONE WHO CAN'T KNOW WITH
POWERS LIKE THAT

METAMORPHIA!

YOU
FOLLOWED ME AND
SAW ME CHANGE INTO
MY TRUE FORM. TELL
NOW YOU ONE!

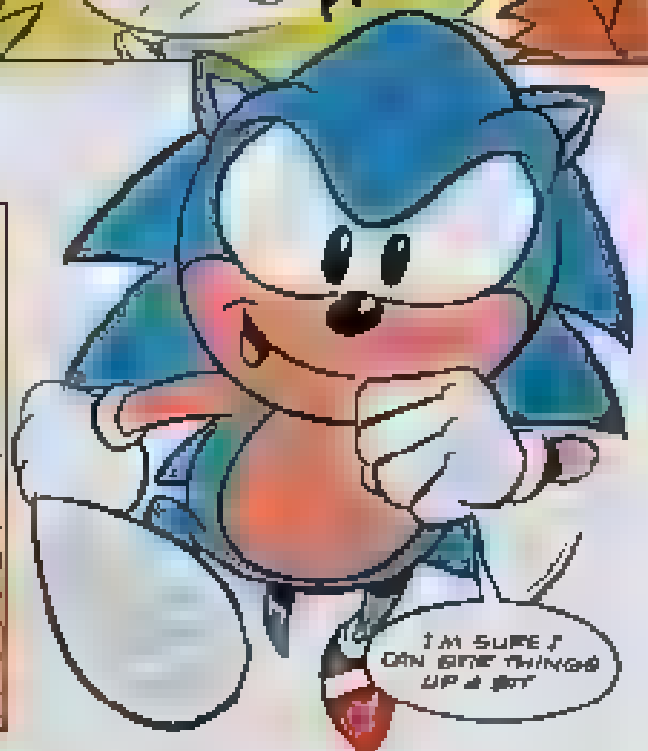
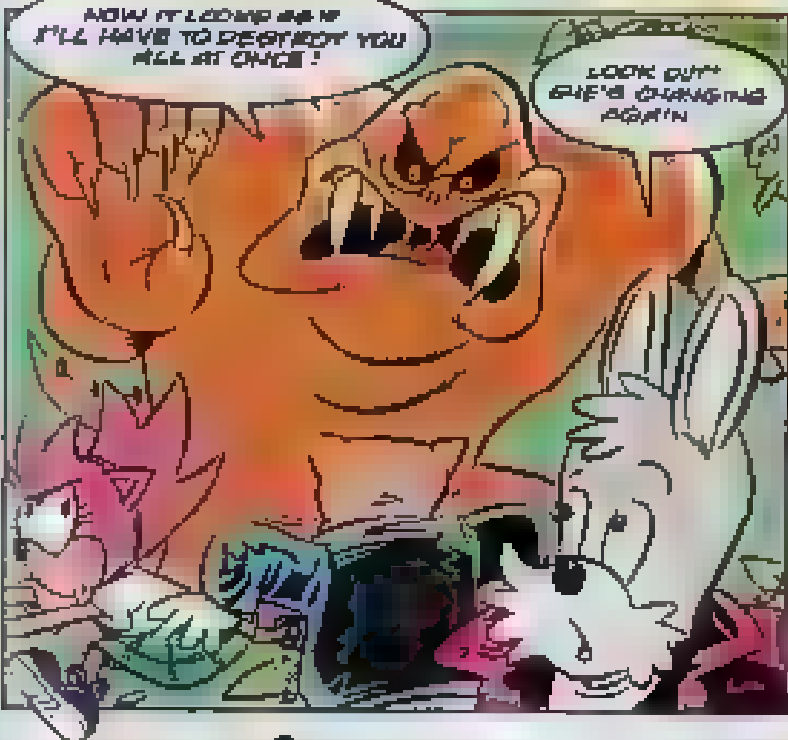
HELP
ANYBODY
HELP!

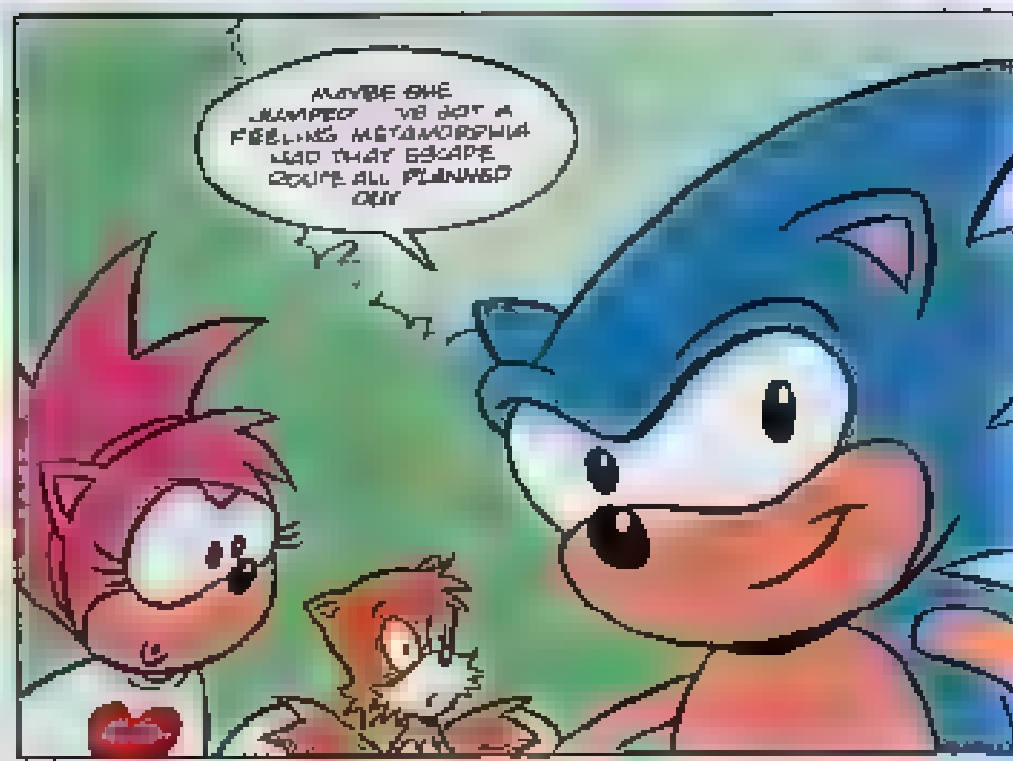
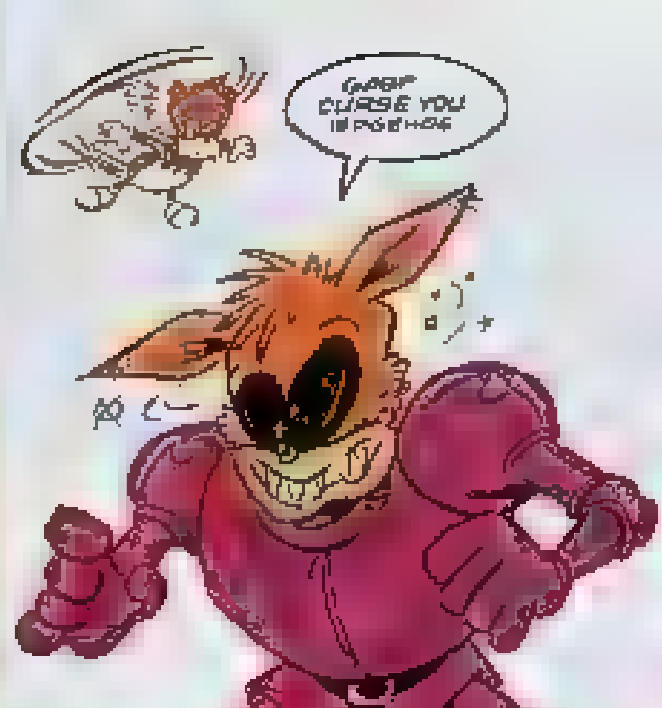
1. MET SEEN IN THE AT 31 Metaphor.

UUGGHH!

I'LL
HELP BUDDY
BUT I'M NOT JUST
ANYBODY.

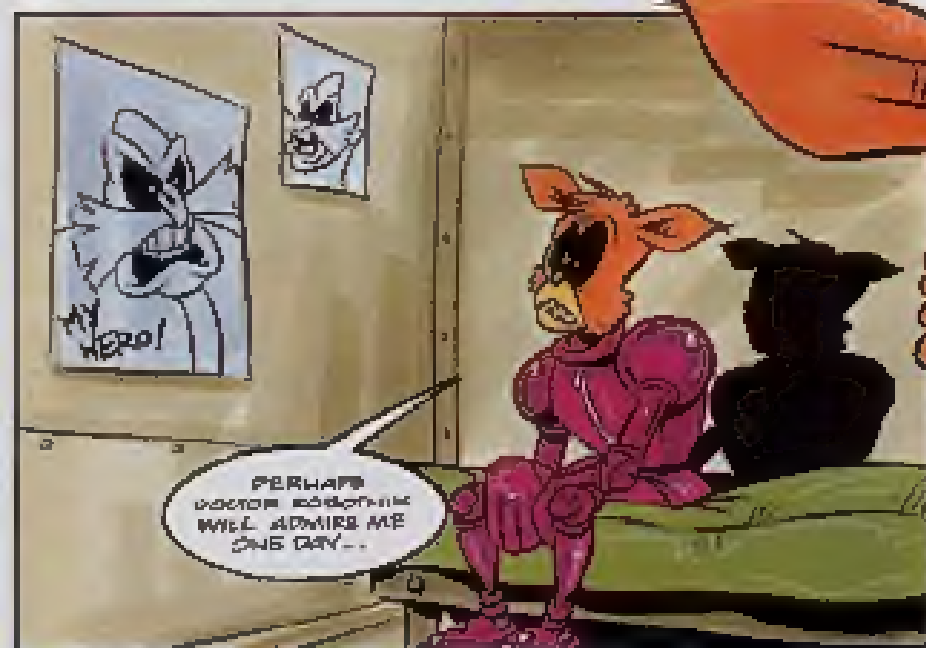
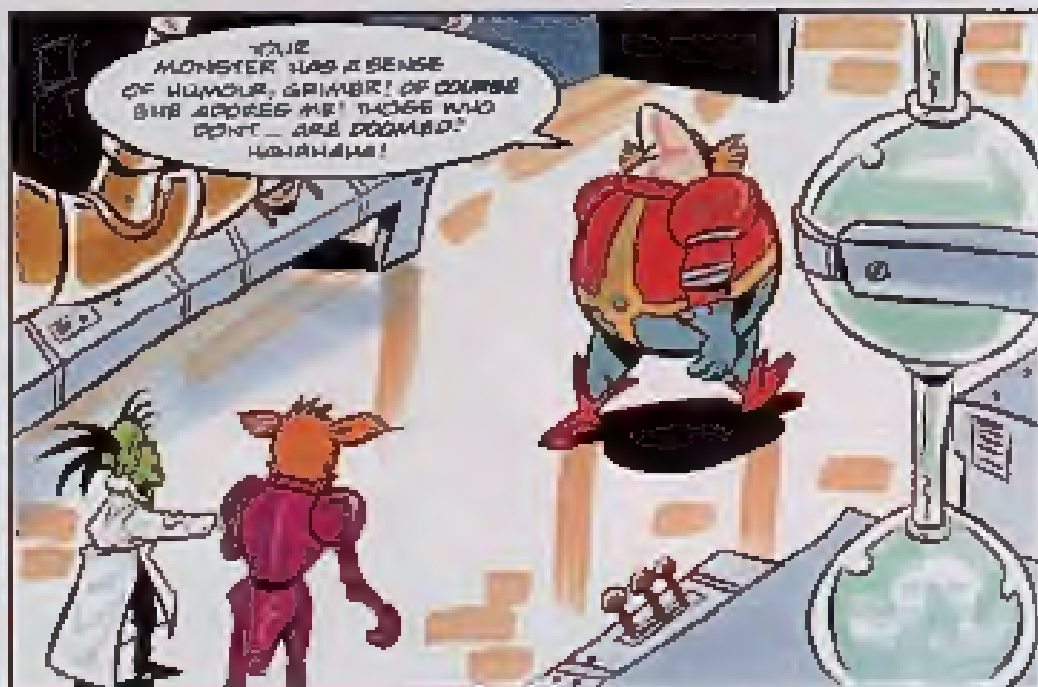
ENOOOOSH!





LATER IN GENERAL'S LAB
AROUND THE DEATH EGG...





SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings for Speedlines, Sonic The Comic, 35/31 Tavistock Place, London WC1H 9DU.

Write your name, address and Sega system you use (MD, MGD, MS or GG) clearly on your letter or drawing, every one printed on this page wins a Sega seasonal prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Sonic Feast!

Dear STC,

Will there be any more Sonic games released on the Game Gear and Mega Drive, as they're the only ones I like playing?

Jamie Harrington, Brighton, GG/MD owner.

Sonic Water Fun Game Winner.



Sonic Drift Racing is available on the Game Gear, Jamie. However,

further news on Sonic/Sonic-related games, is hush-hush at the moment!

Ampl 'Where's yer trousers?'



Richard Atkinson, Mainsborough, Lincs. Sonic Water Fun Game Winner.

Gotcha!

Dear Megadroid,

I am very disappointed with STC's David Gibbon. The reason being that the Earthworm Jim and Lion King cheats in issue 48's Q Zone didn't work! For your information, the correct Lion King cheat should be as follows: Go to the option screen and press right, a, a, b, start.

'Game Guru' Jonathan Harris, London. GG/MD owner. Sonic Water Fun Game Winner.



You'll be pleased to know,

Jonathan, that Mr Gibbon has since been marched to the nearest cage and is currently eating his words.

PRIZE ALERT!

WAVE GOOD-BYE TO THESE SONIC WATER FUN GAMES. FORMERS AND CHINA BUTING NEW PRIZES AVAILABLE FROM STC'S NEXT ISSUE (INCLUDING GRAPHIC ZONE!)

Get in Print + Win a Prize!

Universal! Every letter and drawing printed on this page wins a Seasonal prize! One of these fabulous Tomy Toys The Hedgehog Water Fun Games will be yours. Fill it with water and pump the water in and out you can help Sonic sail on the power jets. It's challenging, it's sportsy, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of magnificent Tomy products from Tomy which can be bought at toy shops and department stores. If you have problems finding a specialist to post your prize to,

Tomy Care Line is 01552 672347.

Jet-packs at the ready - Sparkster zooms into STC 37!



↑ Simon Moberly, Long Beach, Nottingham. GG owner. Sonic Water Fun Game Winner.

In The Red!

Dear STC,

I am a big Knuckles fan and was wondering if your publishers would consider a KTC (Knuckles The Comic)?

Daniel Staples, Kent (Send in full address). MD owner.

Sonic Water Fun Game Winner.



That'll give the home-who-think-they're-in-charge something to think about, Dan. In the

meantime, the red-dreaded one returns next issue for the start of an exciting 8 part series called Chaotix!



HAPPY BIRTHDAY TWO YOU!



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RETURNS!**

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SERIES**

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WIN

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DATA STRIP

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

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.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ HCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 52
OF **STC?**

%

